

**=> IFW: Scan as Doc Code: SRNT <=
 Doc Date:**

TC 3700 Inventor Search Program

See attached inventor searches for applications and/or patents to help resolve questions of overlapping subject matter. These searches are provided as an initial examination aid: examiners should perform updated or expanded PALM or EAST inventors searches as appropriate.

Serial Number:

**1.) See attached printout of inventors listed in
PALM**

**2.) See attached EAST Inventor Search
Printout shows Inventor search terms**

Day : Monday
Date: 7/31/2006

Time: 14:44:39

 PALM INTRANET

Inventor Information for 10/616325

Inventor Name	City	State/Country
OKUDA, NOBUYA	KOBE-SHI	JAPAN
OHASHI, MASAYUKI	KOBE-SHI	JAPAN
MATSUYAMA, SHIGENOBU	KOBE-SHI	JAPAN

[Appln Info](#)[Contents](#)[Petition Info](#)[Atty/Agent Info](#)[Continuity/Reexam](#)[Foreign L](#)

Search Another: Application#

or Patent#

PCT / /

or PG PUBS #

Attorney Docket #

Bar Code #

To go back use Back button on your browser toolbar.

Back to [PALM](#) | [ASSIGNMENT](#) | [OASIS](#) | [Home page](#)

US 20020022518 A1	US- PGPUB	20020221	26	Method for controlling movement of viewing point of simulated camera in 3D video game, and 3D video game machine	463/36		Okuda, Nobuya et al.
US 20020065121 A1	US- PGPUB	20020530		Match-style 3D video game device and controller therefor	463/8		Fukunaga, Shozo et al.
US 20030078086 A1	US- PGPUB	20030424		Game device, and game system	463/3		Matsuyama, Shigenobu et al.
US 20040009798 A1	US- PGPUB	20040115	35	Video game apparatus, image processing method and program	463/7		Okuda, Nobuya et al.
US 6117007 A	USPAT	20000912		Driving game machine and a storage medium for storing a driving game program	463/6	434/62; 463/32; 463/33	Matsuyama; Shigenobu et al.
US 6494784 B1	USPAT	20021217		Driving game machine and a storage medium for storing a driving game program	463/6	434/62; 463/32; 463/33	Matsuyama; Shigenobu et al.
US 6582299 B1	USPAT	20030624		Target shooting video game device, and method of displaying result of target shooting video game	463/2	463/31	Matsuyama; Shigenobu et al.
US 6767282 B2	USPAT	20040727		Motion-controlled video entertainment system	463/3		Matsuyama; Shigenobu et al.
US 6863609 B2	USPAT	20050308		Method for controlling movement of viewing point of simulated camera in 3D video game, and 3D video game machine	463/36	463/2; 463/31; 463/45	Okuda; Nobuya et al.
US 6921332 B2	USPAT	20050726		Match-style 3D video game device and controller therefor	463/8	463/31; 463/36	Fukunaga; Shozo et al.